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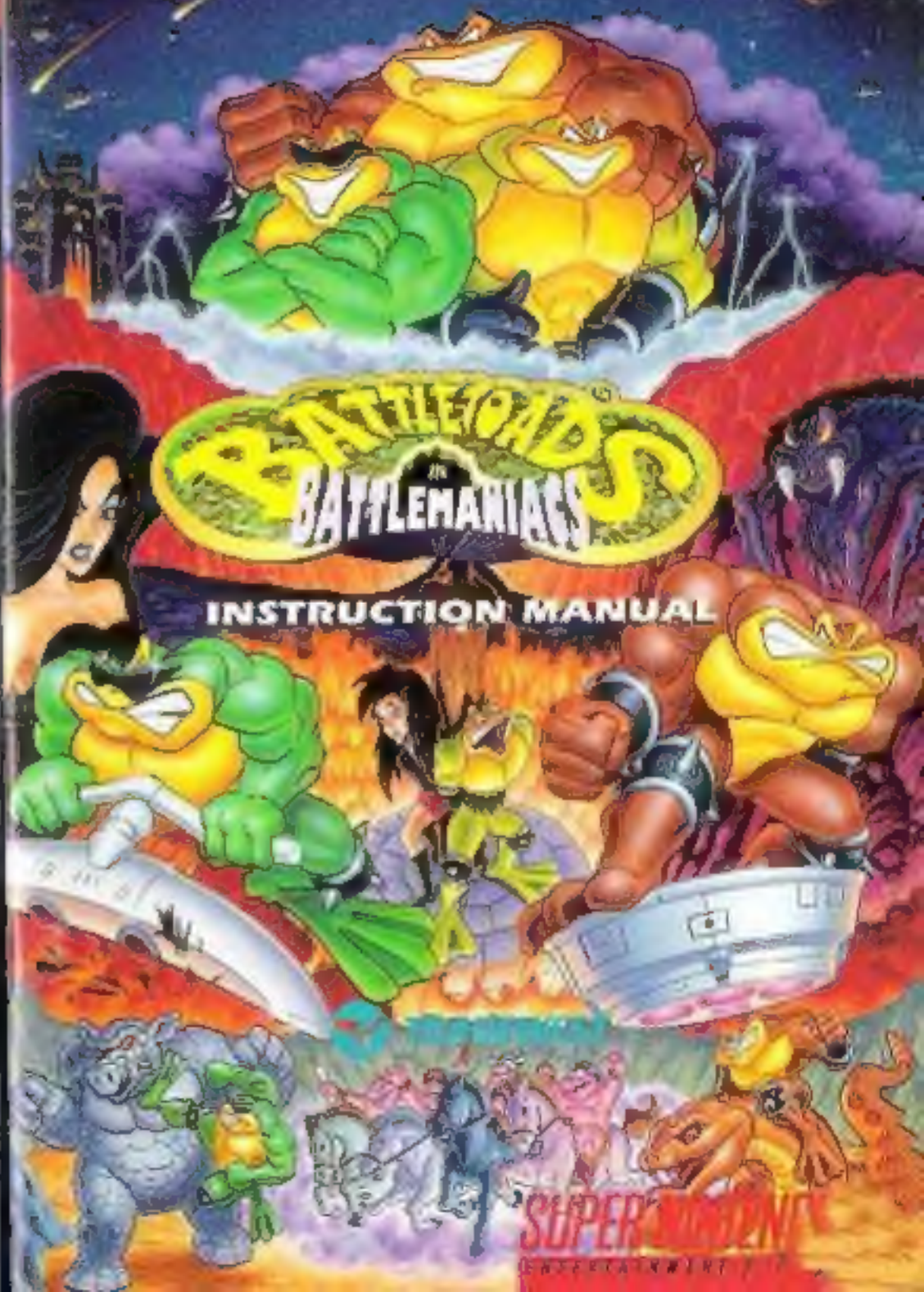
BATTLETOADS in BATTLEMANIACS

INSTRUCTION MANUAL



Thank you for purchasing BATTLETOADS IN BATTLEMANIACS from Tradewest for your Super Nintendo Entertainment System. For maximum enjoyment, please read this instruction manual thoroughly before playing.

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CALLING ALL BATTLEMANIACS!

At a converted fortress, Gyachung-La, high in the Tibetan mountains, the Psicone Corporation is testing its latest invention — the T.R.I.P.S. 21, an acronym for Total Reality Integrated Player System.

T.R.I.P.S. 21 allows a person to actually enter the Gamescape through a unique, computer-generated portal; anyone passing into the portal will have his or her atoms integrated into the Gamescape by a complicated process of quantum-mechanical osmosis.

Present at the test are Mrs. Yuriko Tashoku, President of the Psicone Corporation, her daughter Michiko, Professor T. Bird, and the 'toadally awesome trio, Zitz, Rash and Pimple, otherwise known as the **BATTLETOADS.**

The portal is switched on and the Gamescape is revealed: a rolling plain with four figures barely visible in the distance. Gradually, the figures get closer and are seen to be four **Psyko Pigs** mounted on horseback — **the Pigs of the Apocalypse.**

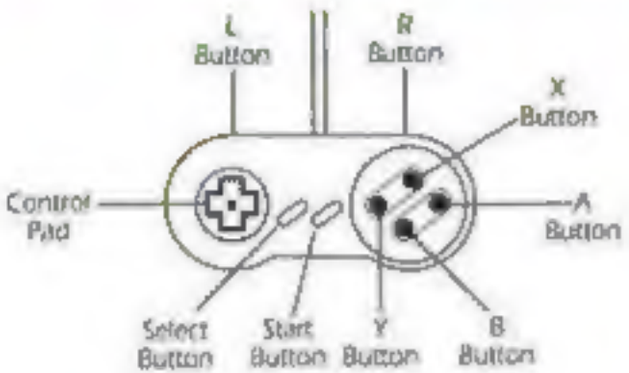
Suddenly, the Pigs gallop straight at the portal, bursting through it and into the test room. One of them grabs Michiko Tashoku and leaps back through the portal. When Zitz tries to stop them, he is clubbed senseless and draped over a saddle. Before anyone else can do anything, the Pigs of the Apocalypse are galloping away into the Gamescape with their two captives — and to make matters worse, the Gamescape begins to leak through the portal into our world!

A prerecorded message flashes up on the Gamescape screen, confirming Professor T. Bird's suspicion that the evil genius,

Silas Volkmire, and his malevolent partner, the **Dark Queen,** are behind the kidnapping and the Gamescape leakage, and it is soon revealed that he is correct: Silas has hooked himself up to a Gamescape Generator somewhere beyond the portal, with the wicked intention of transforming the entire world into his very own Gamescape Kingdom, over which he and the Dark Queen will rule. Meanwhile, Michiko and Zitz are being conveyed to his dreaded lair, the Dark Tower, where they will be destined for doom if anyone tries to stop him.

But he must be stopped! — and Rash and Pimple are the 'toads to do it!

CONTROLLING THE ACTION



Up – Move up.

Down – Move down (except for Revenge of Karnath and Tracktor levels where down is duck).

Left – Move left.

Right – Move right.

Double Tap Left or Right – Run left or right.

Double Tap Left or Right, Then Press Button B – Run left or right, then perform a Smash Hit.

Button B – Action.

Button A or Y – Jump.

Button X – Pick up/put down.

Top Buttons – No function.

Start – Start game/pause game.

IN SELECTION SCREEN:

Select – Gives you STEREO/MONO/SOUND EFFECTS ONLY options.

Up/Down – Enables you to choose from the following player options: 1 PLAYER
2 PLAYERS A – Toads can hit each other.
2 PLAYERS B – Toads cannot hit each other.

SCOREBOARD

Lives are facially featured.

Energy is the stuff that puts the battle in BATTLETOADS!

Points are toadally numerical.

HOW TO PLAY

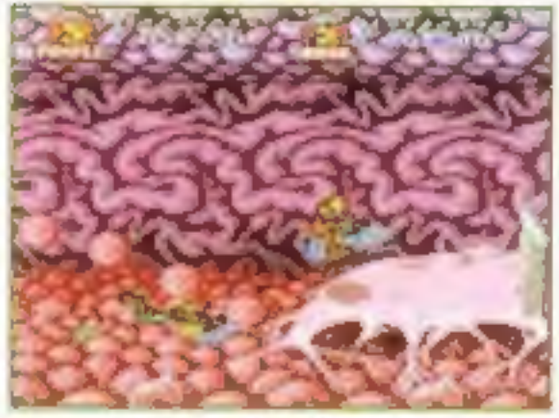
As soon as the BATTLETOADS materialize inside the Gamescape on Khaos Mountain, you'll find the welcome far from friendly. Crazed Psyko Pigs, scary Skeletons and a gigantic petrified Pig are gonna be trying their beastly best to stop you from getting any further. So hit 'em hard!

Level 1: Khaos Mountains

And this is just for starters, 'toad. The dire duo have plenty more where this came from, in the shape of infested trees, a terrifying tunnel, ravaging reptile lairs, rickety roller-coaster rides and much more! Each filled with gruesome baddies or hazardous obstacles — and sometimes both!

Baddies are the hordes of computer-generated villains that the twisted mind of Silas Volkmire has created. Their sole purpose is to stop you from reaching the Dark Tower, where the evil genius holds your friends captive.

Level 2: Forest



Level 3: Speeder Bikes

Obstacles are a variety of unpleasant walls and spikes, designed to catch the unwary 'toad off-guard. Often hidden and always fatal, they're every bit as dangerous as their more mobile counterparts. To successfully continue your awesome mission, you must eliminate all the baddies and avoid all the obstacles on every level.

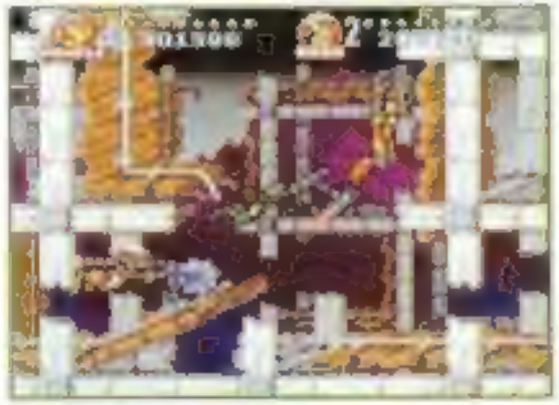
But watch out, 'toad, 'cuz they're not afraid to attack! And if your green body collects too many blows, it's a one-way ticket to the ground! 'Cuz each Battletoad has a limited life span.

Level 4: Karnath's Revenge

Fortunately, it's not all one-way traffic, as the 'toads are more than capable of holding their own if the going gets tough. At your disposal are an awesome arsenal of fearsome punches, kicks, slams and throws, which only a Battletoad can activate. Although the 'toads are experts in

hand-to-hand combat, don't hesitate to use certain objects as weapons, should the situation arise.

While this fighting prowess will deal with most situations, certain levels demand expert racing skills. Test your talents on the Speeder Bike and the Tracktor, but always remember — it's survival of the fastest!

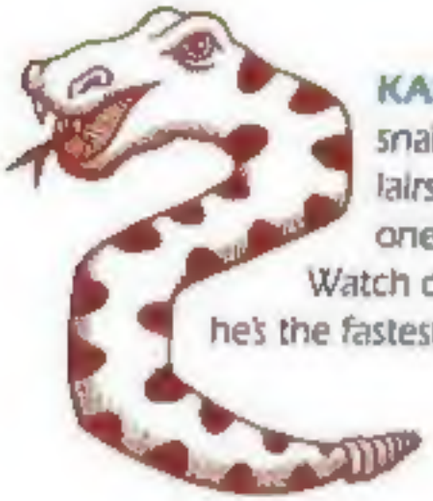


Level 5: Tracktors

Finally, you'll reach Volkmire's lair, where the ultimate showdown begins. Once inside, you'll have a chance to experience the gloom and unrivaled fear that the Dark Tower has to offer, full of unpleasant surprises for a weary 'toad. Only by overcoming all of this, and confronting both the Dark Queen and Silas Volkmire, will you be able to free your friends from their evil clutches.

SILAS VOLKMIRE – The evil genius who designed the Gamescape, and intends to turn the world into his own computerized kingdom. He holds Zitz and Michiko captive in his Dark Tower and will use every means possible to stop you from rescuing them.

DARK QUEEN – She's been plotting her revenge ever since her failure to destroy the Battletoads at Ragnarok's canyon. Now, she's learned new tricks — and if you get far enough, 'toad, you'll be on the receiving end of 'em!



KARNATH – These sneaky snakes weave through their lairs, trying to impale you on one of the spiteful spikes. Watch out for Karnath himself — he's the fastest and meanest of them all.

ROCKY – This petrified porker likes to rock n' roll! He may be built like a stone wall, but your BT Big Hammer can reduce him to rubble.

FUZZ – This Fuzz can Buzz! Equipped with a buzzsaw on the front of his Tracktor, he's intent on some slicin' n' dicin'. Ride the roller-coaster to the end if you don't want to end up as sliced green 'toad.

SCUZZ – Volkmire's last line of defense, he's got orders to stop you at any cost. It's a one-on-one rat race to the bottom, and there ain't no rules. Remember, it's not the taking part that counts — it's the winning!

PSYKO PIGS – They carry battle axes, and know how to use them. You'll be falling to pieces unless you make pork chops out of them first.

PORKA PIG – An overweight oaf that lurks on higher ground, he jumps down on passers-by. Avoid his bulbous belly or you'll end up a 'toad-pancake.

GROGG – Too much of a coward to face the 'toads, he carries the Psyko Pigs into battle and tries to drop them on your green head.

SKELLINGTON BONE – This bizarre bully doesn't need any body to help him beat you up. Rattle his ribcage, or he'll give you a bony bashing you won't forget.

SATURN TOADTRAP – Survivors from the original, these toadtraps have been pumping iron to make sure they even the score with the 'toads.

WASPLING – Telling this winged weirdo to buzz off just won't cut it. Instead, you'll have to swat it with your fists; otherwise its sting will make you sing.

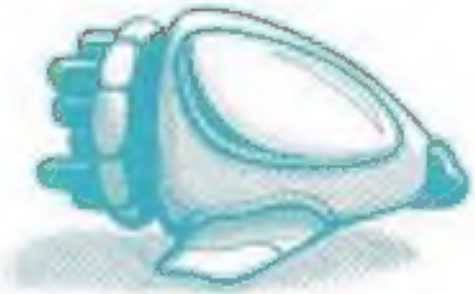
SPARKZ – This spiky-haired horror has a certain attraction which 'toads can't resist. Don't get pulled in, 'cuz he packs 20,000 volts in his hand!

THE GREAT RATSO – A circus reject, he flies from his cannon at frightening speed. Elude his flightpath and you'll be fine, nothing's worse than seeing a grown 'toad whine!

LAZBOT – He's small, he's speedy and he's got a large laser. Deactivate him with a Smash Hit or he'll burn your green butt.

RAT ROCKET – With its built-in power boosters, this airborne attacker will either try to mow you down or shower you with obstacles.

RAT POD – Since they sway from side to side, it takes some nifty maneuvering to avoid these rodent roadhogs.



OBSTACLES

BURNIN' BRIDGE – This might look like a pleasant point to view the scenery, but you'll be runnin' real rapid when it turns to barbecue bridge.

ROCKFIRE – Thrown from the volcanoes, these burnin' boulders will leave more'n a lasting impression if they connect with your green head!

EARTHQUAKES – These ain't no tiny tremors, 'toad — as you'll soon find out! While the lifting kind are generally gentle, the falling type are positively perilous...

POINTY LOGS – You'll soon get the point of these wooden weapons if you venture into their vicinity. Together with the Fanz, they make a deadly duo.

LOW BARRIER – Low by name, low by nature. Half buried in the ground, they await the arrival of unsuspecting 'toads.

WALLMOVERS – Varying in speeds from a peaceful pass-by to a brain-numbing blur, hitting any of these means the same result — a Speeder Bike for the junkyard and a 'toad-ally terminal 'toad.

HIGH STOPPER – The sneaky one of the three, placed above your Speeder Bike in the hope that you'll jump. Don't be caught, or you'll have more than egg on your face.

BALL BLADES – Strewn around the lairs of Karnath, you'll be holed like a green sieve at the slightest touch from these bad ball blades.

TRACK-GAPS – A hole lot o' fun you won't be havin' if you fall down one of these crucially crummy sections of the rackety roller-coaster. Watch for the warning and take to the air, 'toad!

PLANKX – Nailed between the supports on the roller-coaster, these board-like barriers require deft ducking before you can continue.

NESTZ – Home of the weird Wasplings, these horrible hives spew them out at a stingin' speed! There's no use calling pest control; you'll have to treat them with your fist.

FANZ – Strategically placed opposite Pointy Logs, all these mindless machines wanna do is see you skewered like a 'toad-kebob.

SMASH HITS

BIG BOOT BLOCK

BATTLETOAD BUTT

SIDEARM SLICE

BT BIG HAMMER

FLYING BATTLEAXE

ANVIL SWIPE

BALL N' CHAIN

BIG BAD BOOT

FULL METAL EARMUFFS

JAWBUSTER

SPRINGIN' STAMP

WUN-TUN STOMP

PUSH N' CRUSH

TAKE OUT THE TRASH

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